

We Claim:

1. A gaming device comprising:
  - a game display to display a plurality of reels, each reel including a plurality of symbols movable with movement of the reels during play of the game to produce an
  - 5 outcome;
  - a bonus trigger associated with at least one of said symbols;
  - a bonus display to display a puzzle image having N fragments; and
  - a processor configured to (i) randomly select images for said fragments of said puzzle from a data structure storing data representing puzzle fragment images, (ii) if a selected image matches a puzzle fragment controlling the bonus display to display the
  - 11 puzzle image matching fragment and (iii) issue a bonus in relation to at least the number of matching image fragments selected.
2. The gaming device of claim 1 comprising said processor configured to randomly select images from said data structure for puzzle fragments N times where  $N > 2$ .
3. The gaming device of claim 2 comprising said processor configured to randomly select images from said data structure N times where N is random and  $N > 2$ .
- 17 4. The gaming device of claim 1 comprising said display configured to display said puzzle as an xy matrix of cells where each puzzle fragment is defined by (i) its image fragment and location in the matrix.
5. The gaming device of claim 4 comprising said display configured to display said puzzle as an xy matrix of cells where each puzzle fragment is defined at a cell of the matrix and where  $x = y$  and  $x \geq 2$ .
- 23 6. The gaming device of claim 5 comprising  $x = 3$  to define said matrix to include

nine cells.

7. The gaming device of claim 1 comprising said bonus trigger including at least one game symbol defining a puzzle fragment image and said processor configured to display said at least one symbol as a fragment of the puzzle at said display.

5 8. The gaming device of claim 1 comprising said puzzle image defined by N fragments which, when positioned in a predefined locations, represent said image, said processor configured to (i) randomly select images for said fragments of said puzzle from a data structure storing data representing puzzle fragment images (ii) if a selected image matches a puzzle fragment image and location, controlling the bonus display to display the puzzle image matching fragment and (iii) issue a bonus in relation to at least  
11 the number of matching image fragments selected.

10. The gaming device of claim 8 comprising said processor configured to randomly select images from said data structure for non-matching puzzle fragment locations N times where  $N > 2$ .

11. The device of claim 1 comprising said bonus display is defined by at least a portion of said game display.

17 12. A method of operating a gaming device comprising the steps of:

displaying a plurality of reels plurality of reels, each reel including a plurality of symbols movable with movement of the reels during play of the game to produce one of a winning, losing and bonus triggering outcome;

detecting a bonus triggering outcome;

in response to detection of a bonus triggering outcome, displaying a puzzle

23 template having a plurality of puzzle fragments, each fragment representing the position

of an image wherein the composite images associated with said fragments define a bonus puzzle image; and

randomly selecting and displaying images for said fragments of said puzzle from a data structure storing data representing puzzle fragment matching and non-matching images, if a selected image matches a puzzle fragment image, controlling the bonus display to display the puzzle image matching fragment in position and issuing a bonus in relation to at least the number of matching image fragments selected.

13. The method of claim 12 comprising displaying said puzzle template as a matrix of puzzle fragment cells.

14. The method of claim 12 comprising serially selecting and displaying images randomly selected from said data structure N times where  $N > 2$ .

15. The method of claim 12 comprising serially selecting and displaying images randomly selected from said data structure N times where N is randomly selected within a range from 1 to a predetermined limit L.